

4+ players each create:

1 HERO & 1 VILLAIN per other player,
each with name & powers;

2 CRISES per player (crimes,
disasters, etc.)

Players divvy up the Heroes (then,
separately, Villains) by draft.

The DISPATCHER reads a random Crisis aloud. Each other player except the one to Dispatcher's right (the REPORTER) nominates a Hero. The Dispatcher chooses one to solve the Crisis.

The player to that Hero's left (the NEMESIS) GMs a scene for the Hero, incorporating one of the Nemesis' Villains and describing THREATS the Hero faces, setting each one's DANGER from 1-6. To win a Threat, beat its Danger on 1d6. +1 for using a power, +2 if it's a good fit, +3 if it's perfect (by consensus).

The Nemesis narrates 1-6 Threats of escalating Danger. Win a Threat & get points equal to its Danger; fail & your Nemesis gets them. If the Hero wins the final Threat, the Crisis is solved and the Dispatcher gets 10 points.

The Reporter writes a headline summarizing the scene, then plays Dispatcher next turn.

Once each player's been Dispatcher twice, one player featured in the best headline wins – Hero OR Nemesis, whoever has more points.



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